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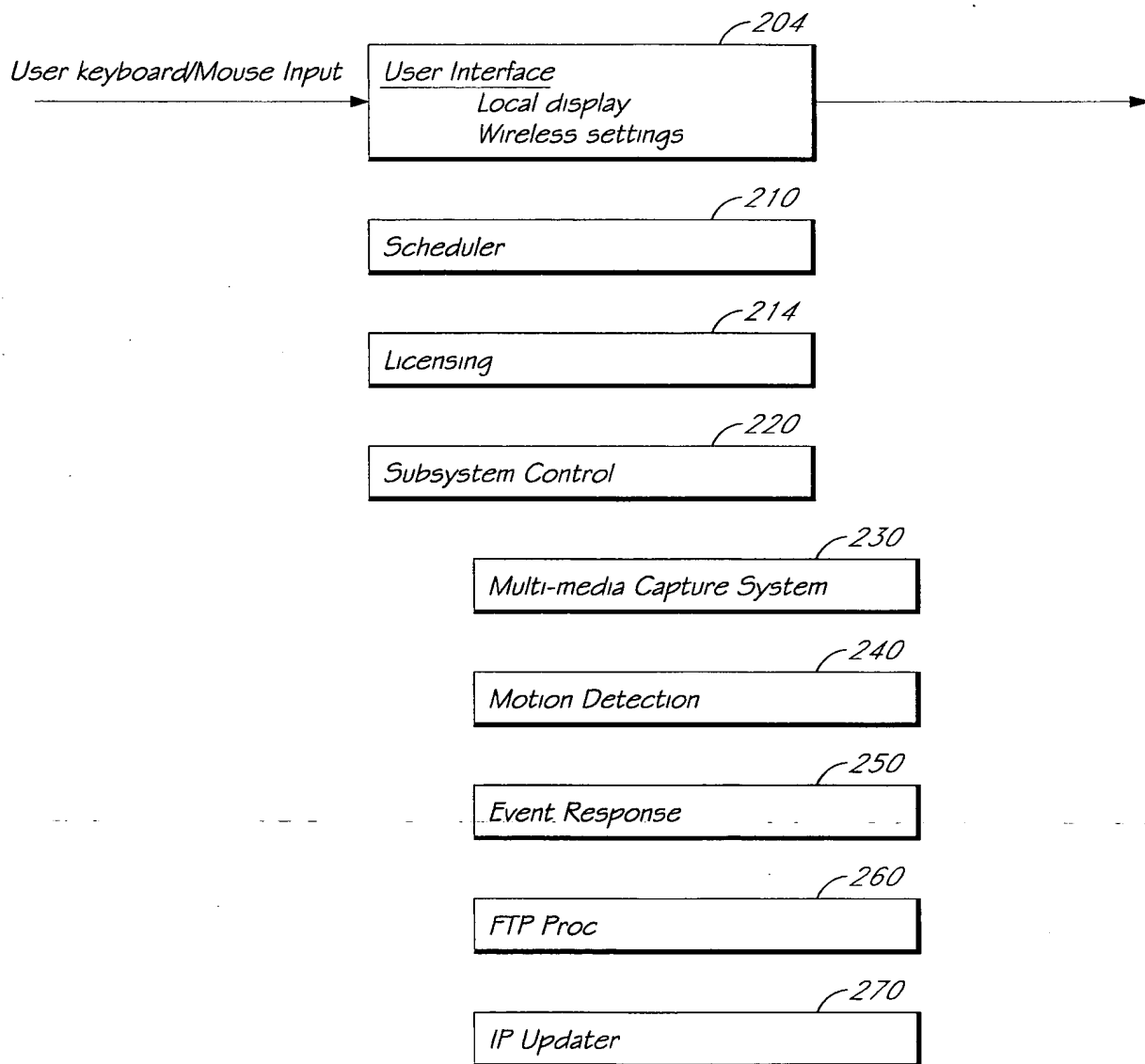


FIG. 2

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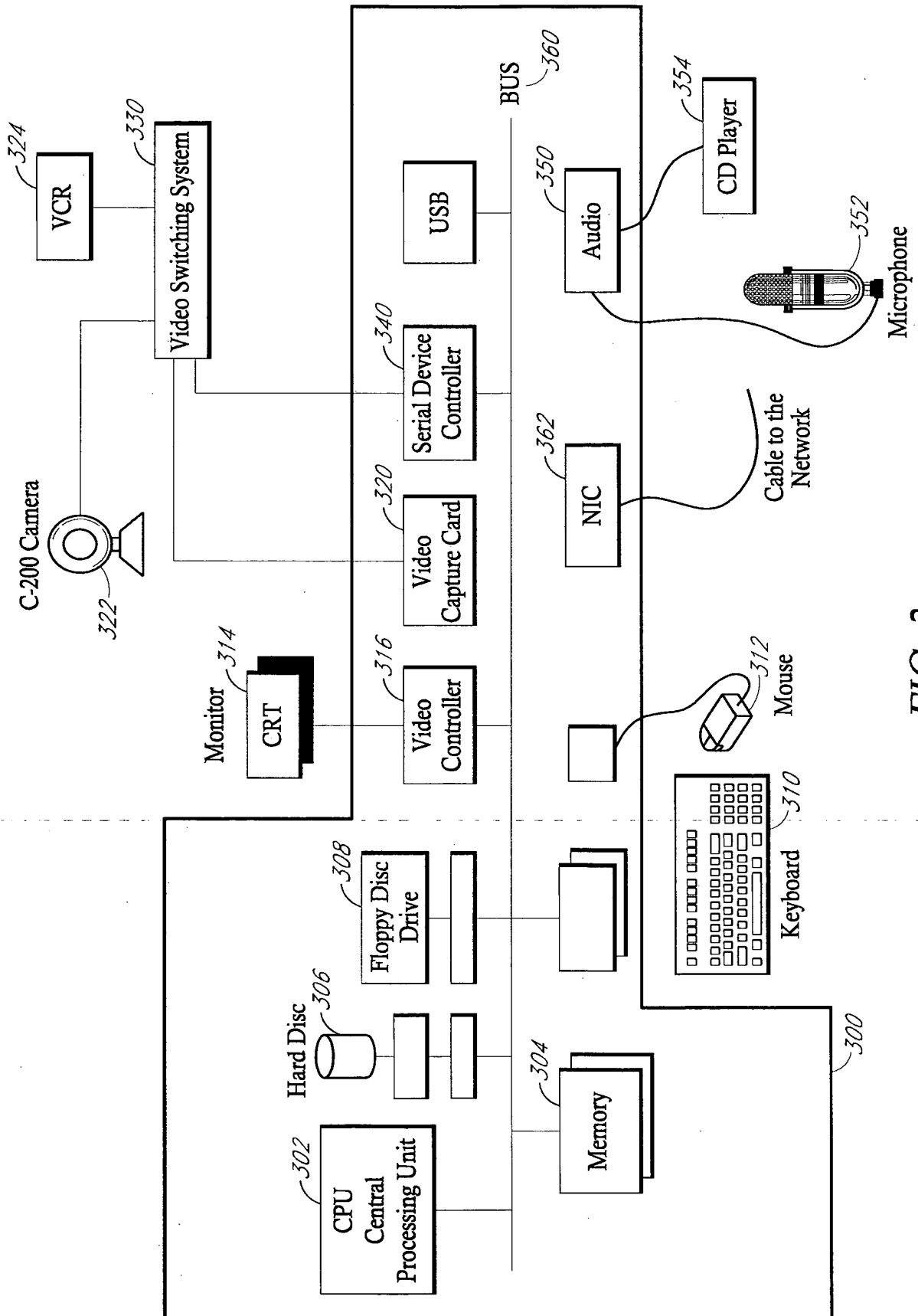


FIG. 3

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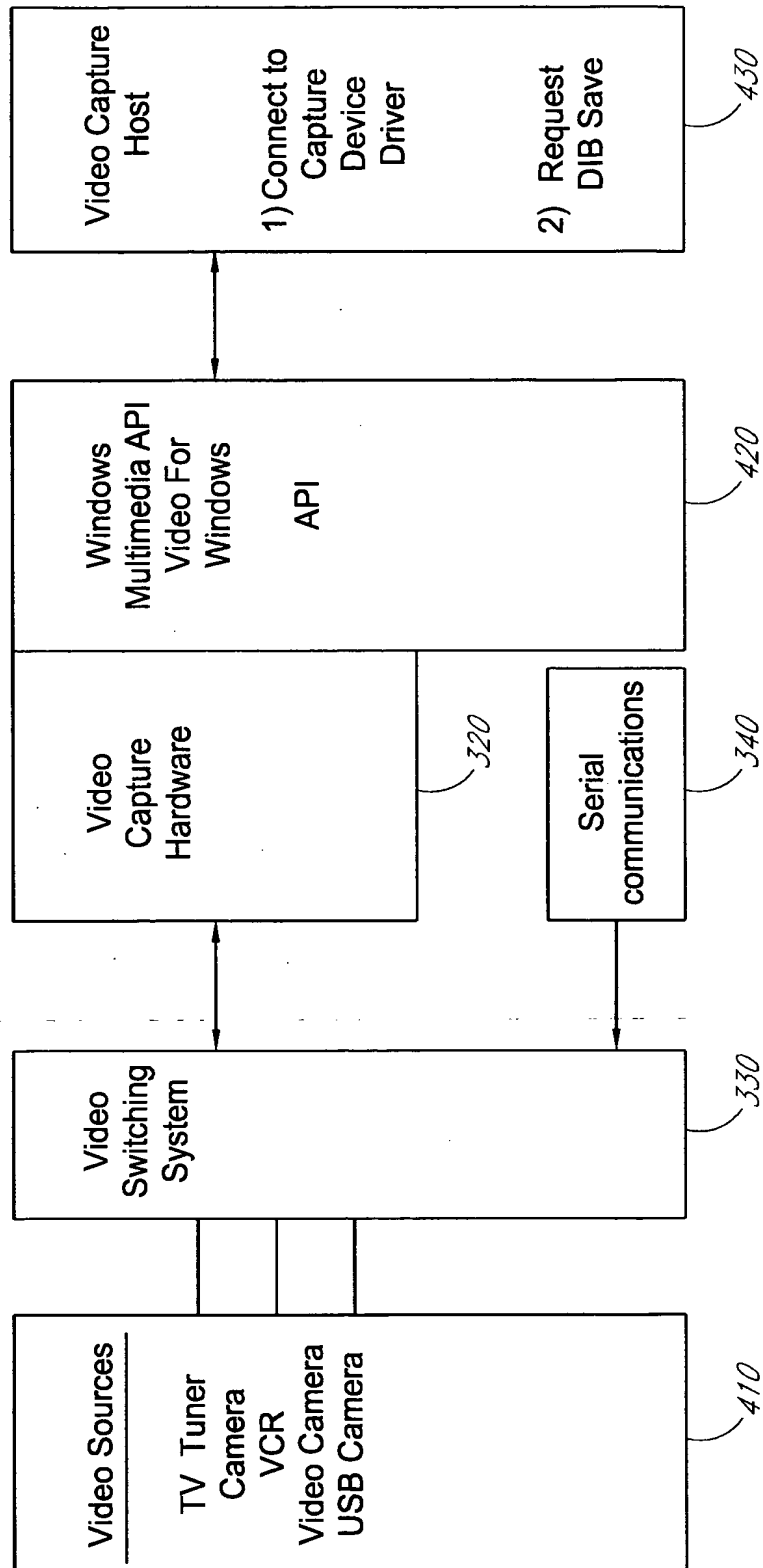


FIG. 4A

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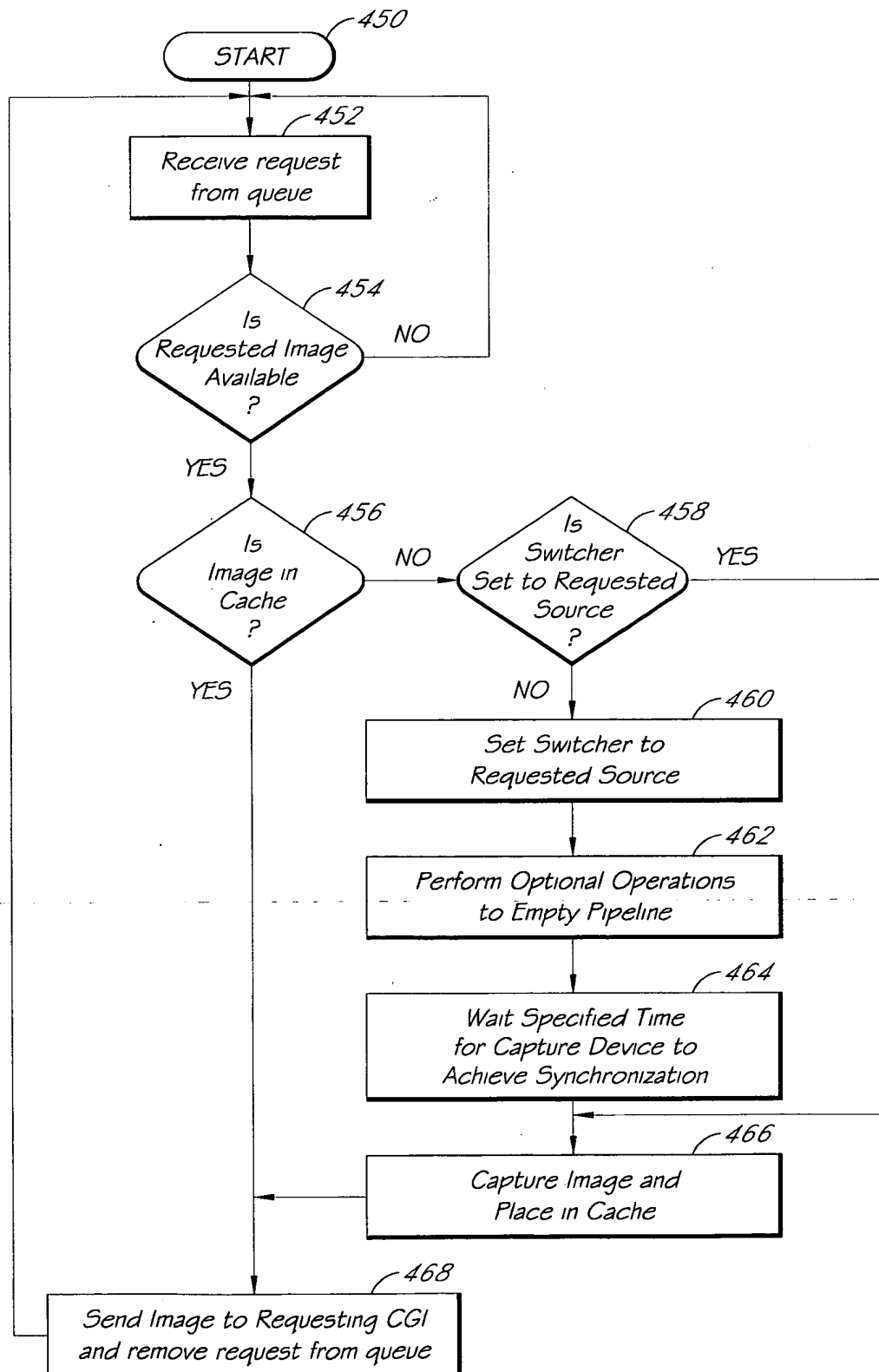


FIG. 4B

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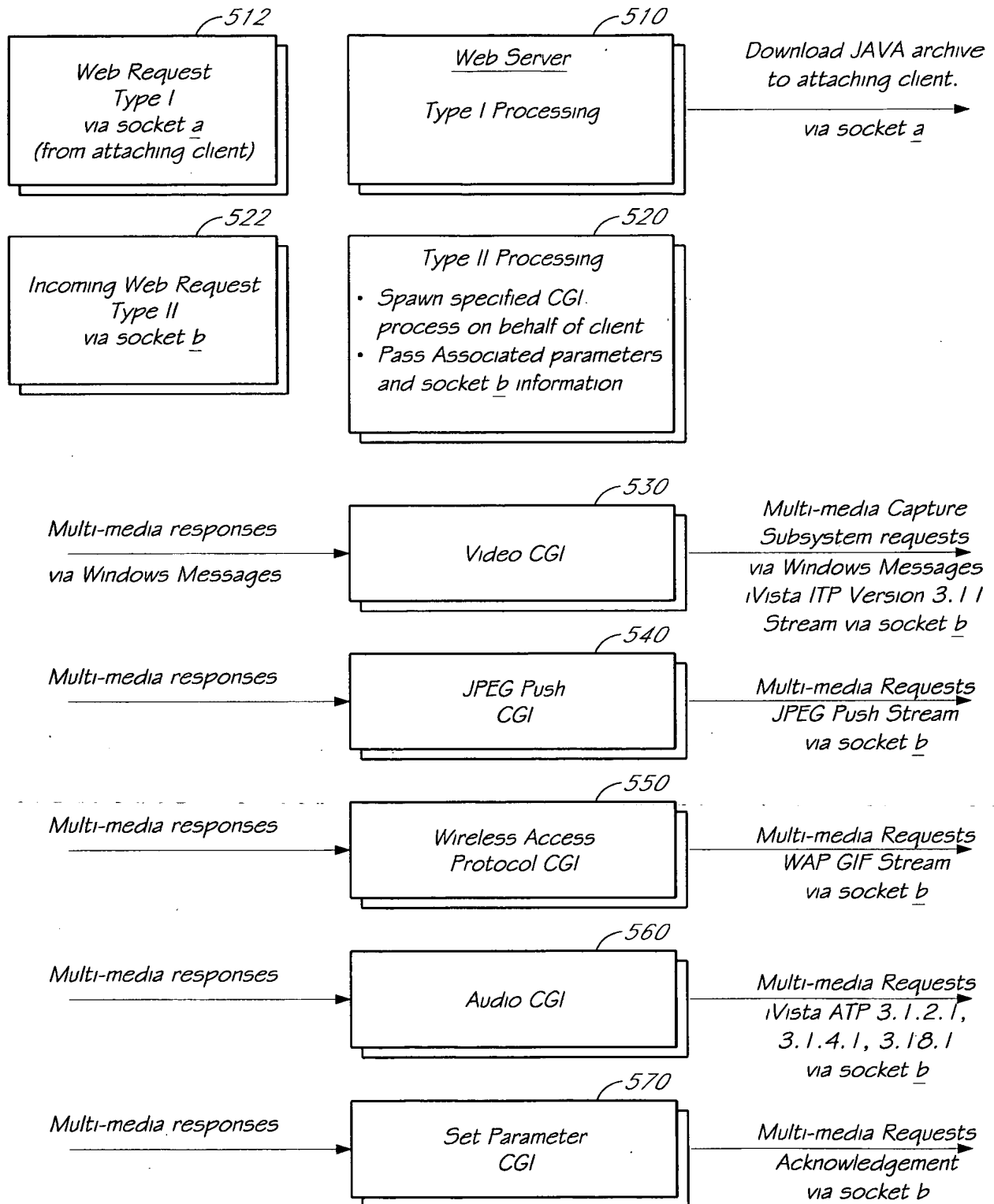


FIG. 5A

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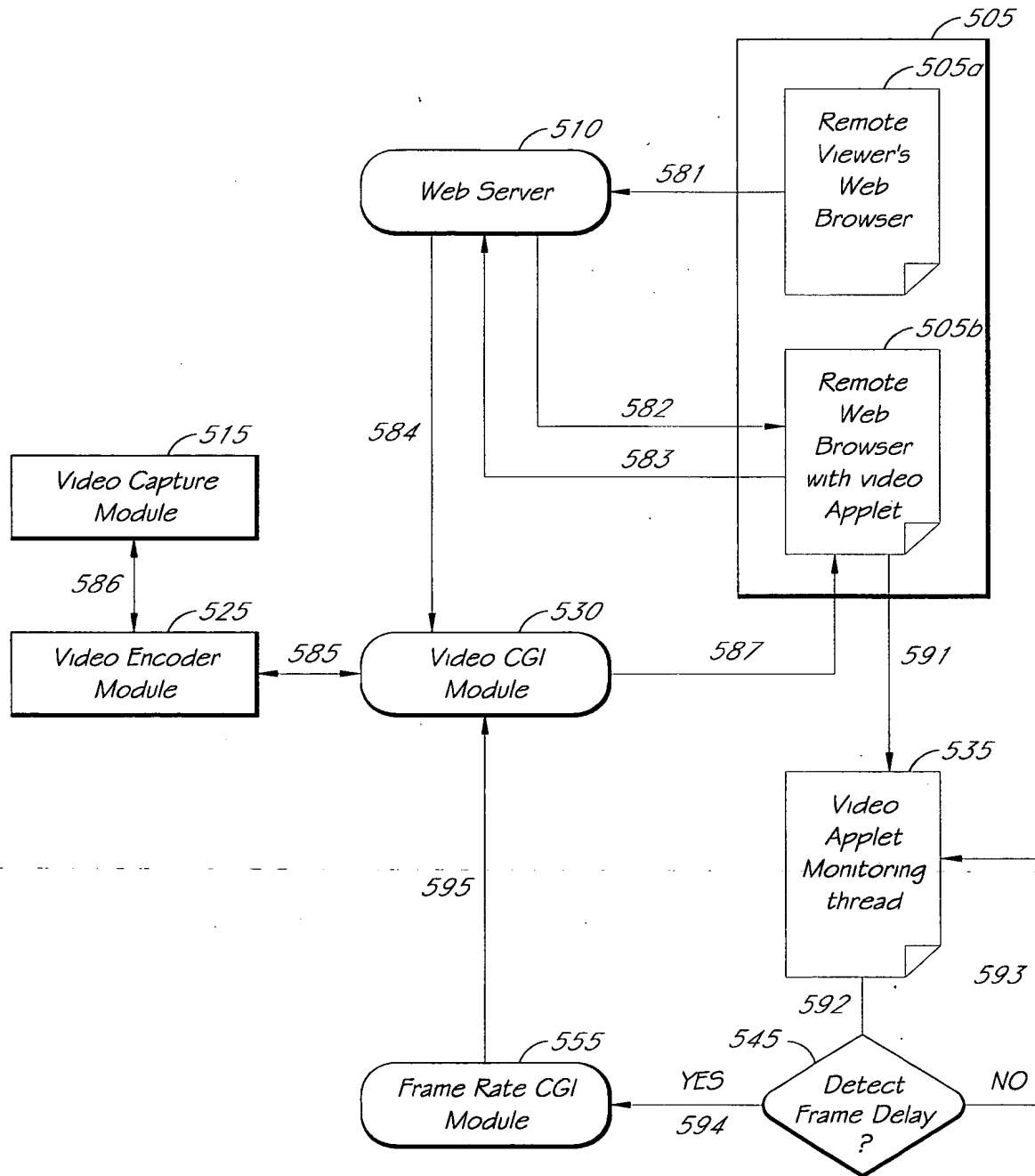
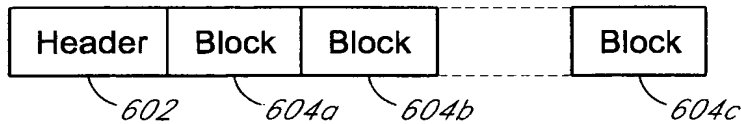


FIG. 5B

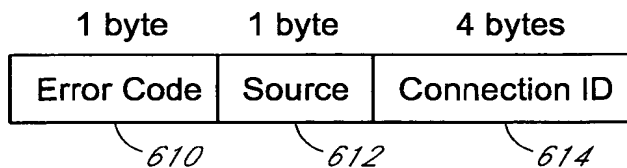
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FIG. 6

Video Stream Format



Video Header

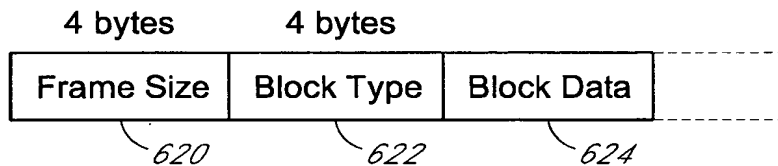


Note: If Error Code is non-zero, no bytes will follow and the stream is complete.

0= success  
 not zero= error

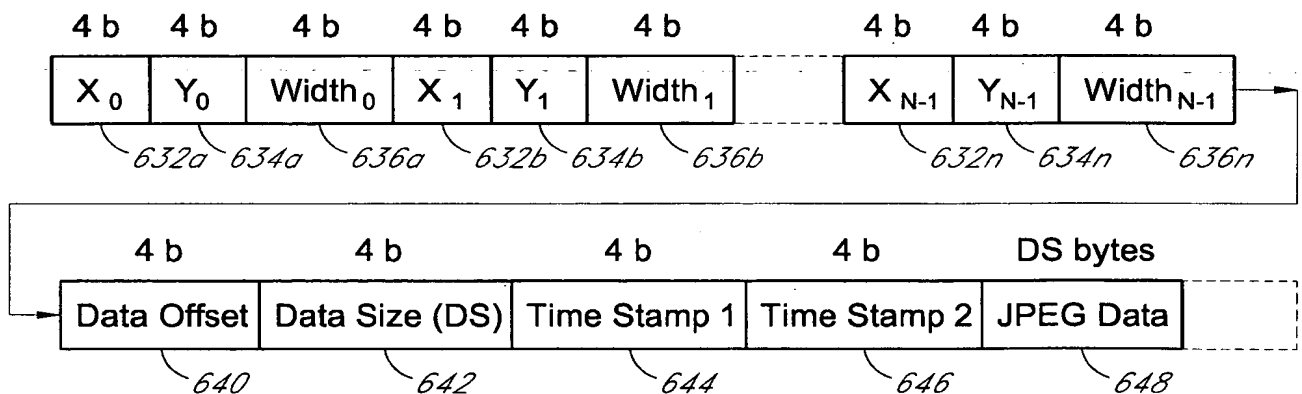
0= host  
 1= mirror

Video Block



The following are the possible block types and their block data formats

Block Type = N (N>0), Partial Frame



In this case, the image consists of N segments arranged in a horizontal "stripe".  
 The (X<sub>k</sub>, Y<sub>k</sub>, Width<sub>k</sub>) triplets describe the destination position and width of each segment. Each segment is 16 pixels tall.

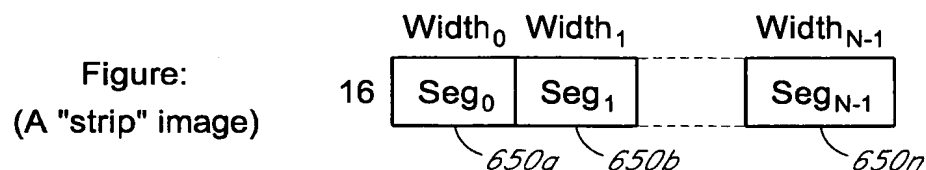


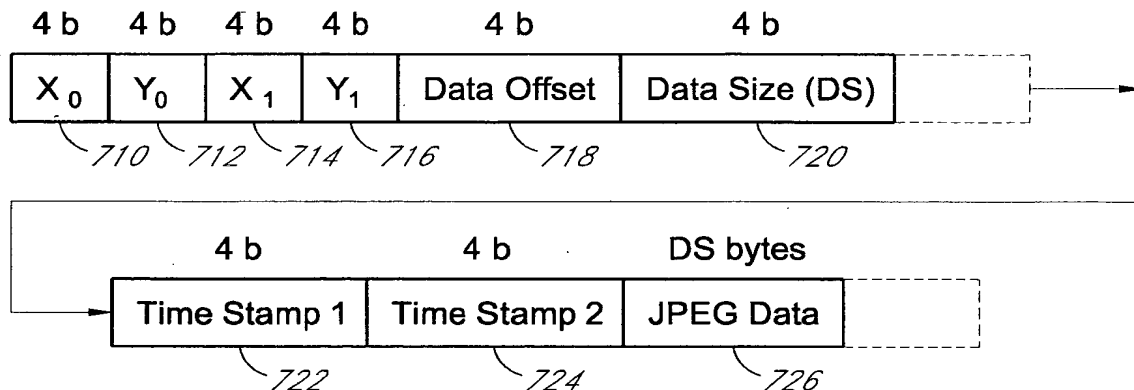
Figure:  
 (A "strip" image)



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FIG. 7

Block Type = -3, Single Block

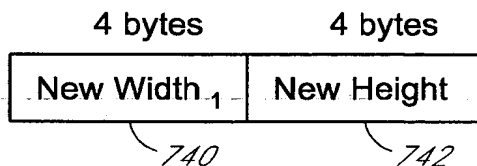


In this case, the JPEG is a single rectangle which is moved to (X<sub>0</sub>, Y<sub>0</sub>) - (X<sub>1</sub>, Y<sub>1</sub>) in the destination image.

Block Type = -4, Synchronization Frame

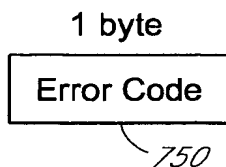
The format of this Block is identical to the Single Block described above with X<sub>0</sub> = 0, Y<sub>0</sub> = 0, X<sub>1</sub> = Width of Image, Y<sub>1</sub> = Height of Image. The block is used to resynchronize the video stream with real time.

Block Type = -1, New Image Size



This block indicates a change in the transmitted image size. It is immediately followed by a full image Single Block frame.

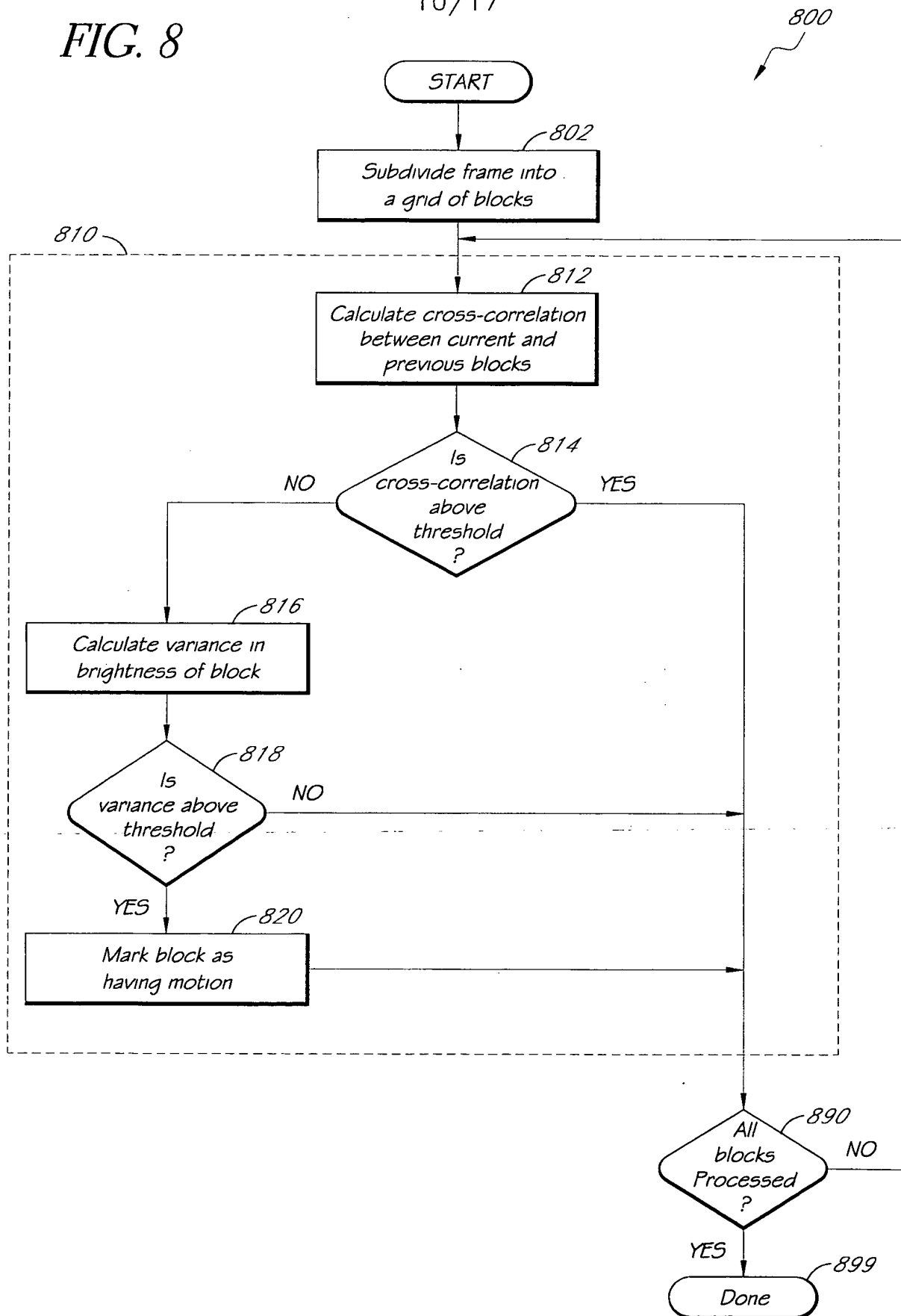
Block Type = -2, Error Block



This block indicates an error in the stream. The transmission is terminated following the error code.

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FIG. 8



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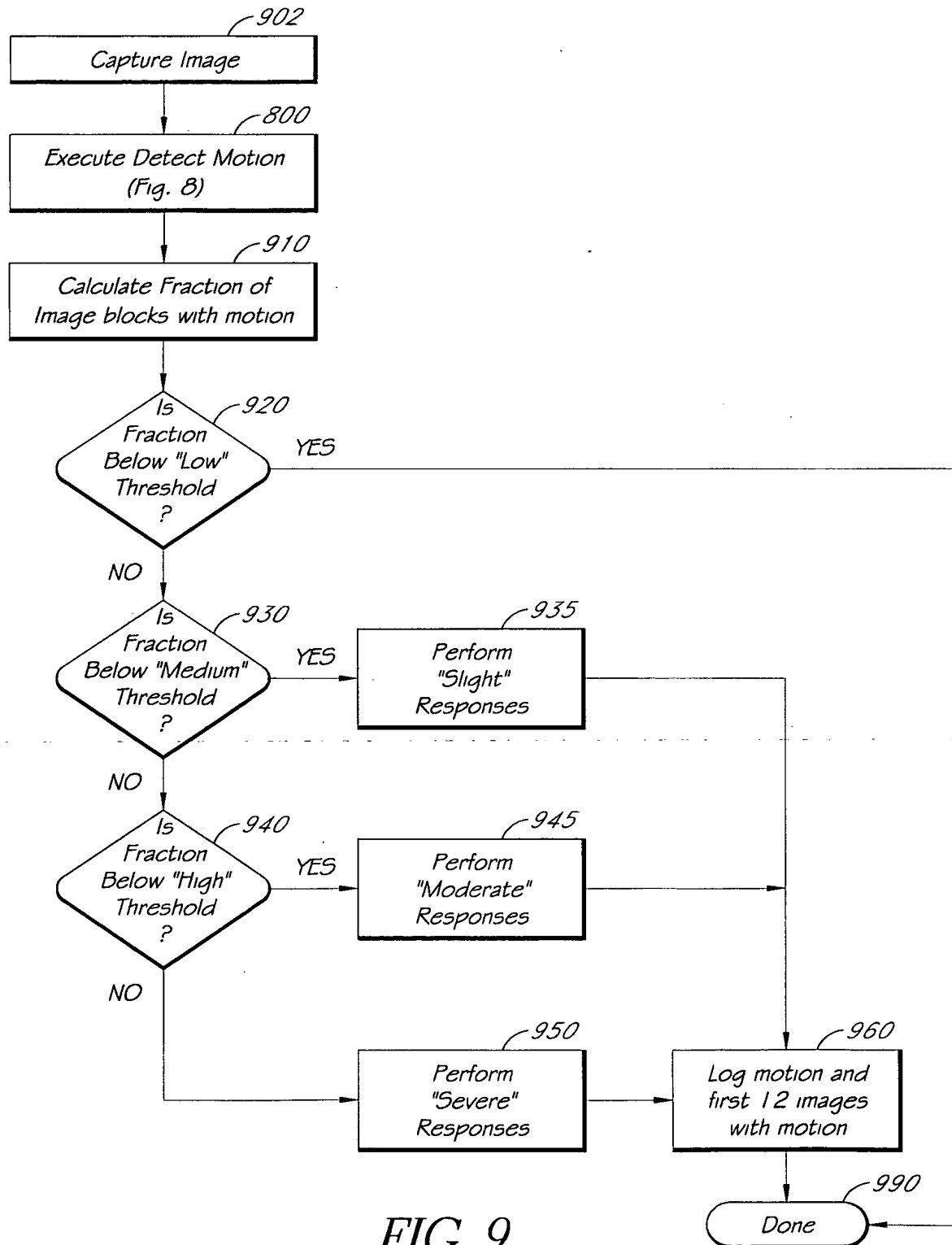


FIG. 9

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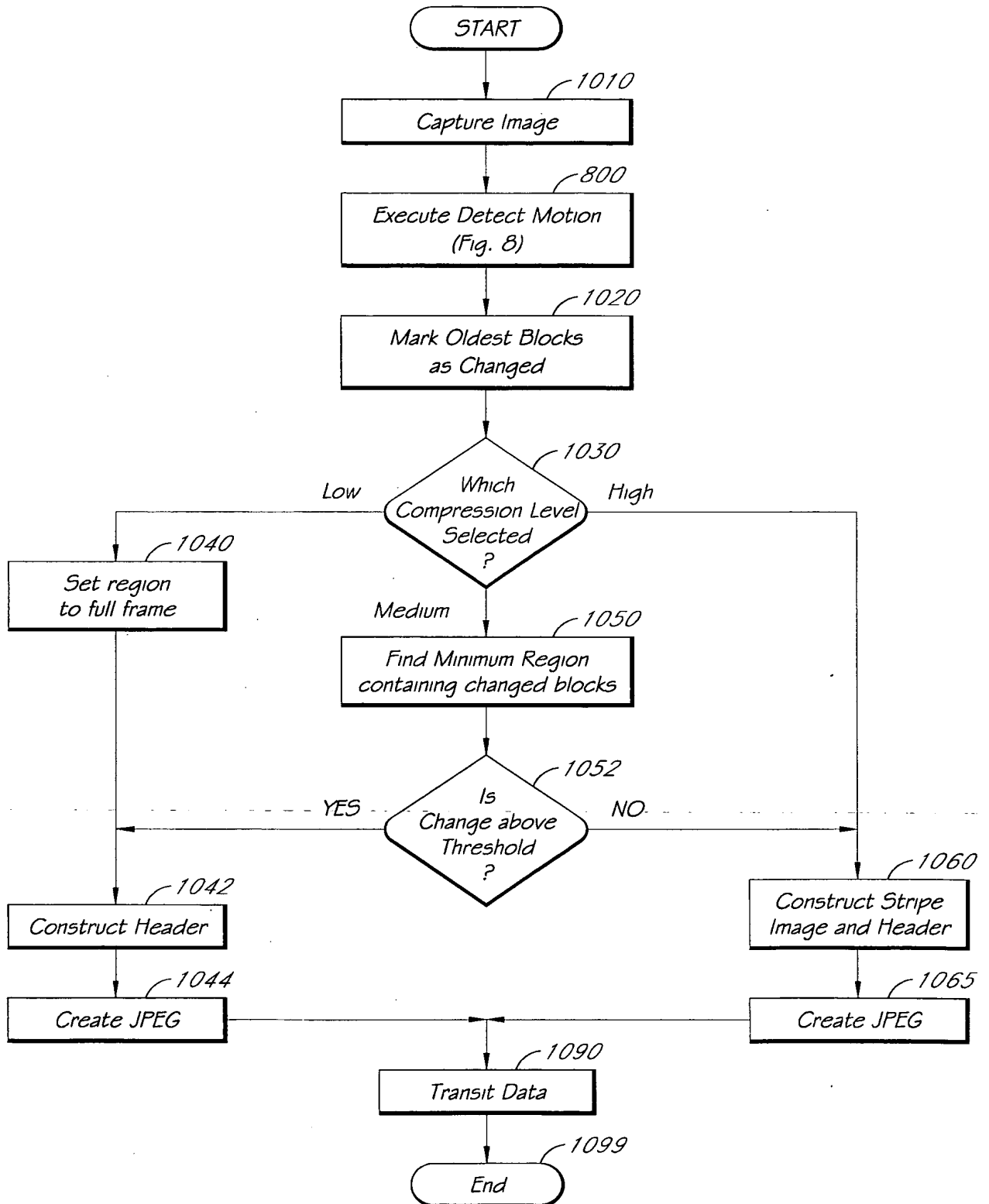
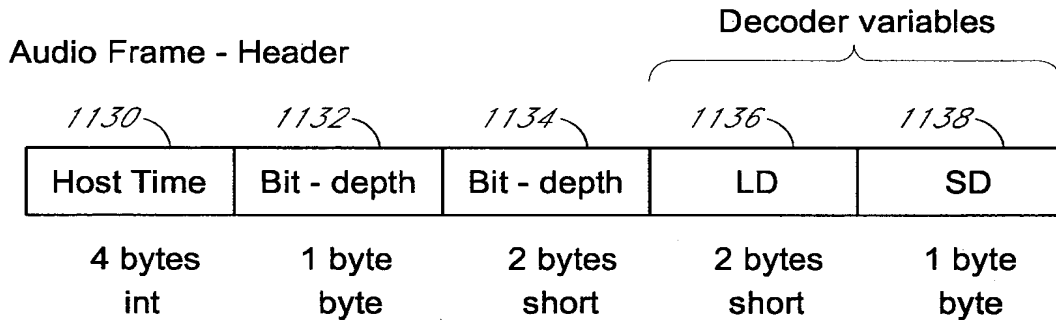
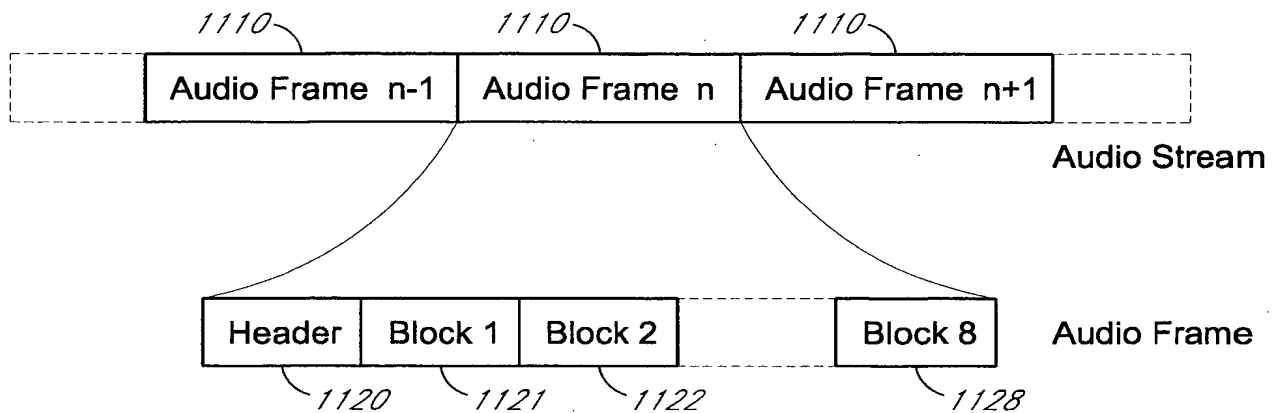


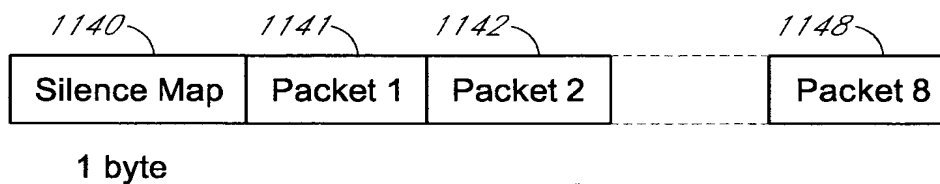
FIG. 10

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### Audio Stream Format



### Audio Frame - Block



Each bit in the silence map indicates whether the corresponding packet exists in the stream.

Each packet consists of 32 samples of 2-, 4-, or 8-bits each (thus 8, 16, or 32 bytes per packet).

2- and 4-bit encodings are in ADDCM format.

8-bit encoding is  $\mu$ -law compressed samples.

FIG. 11

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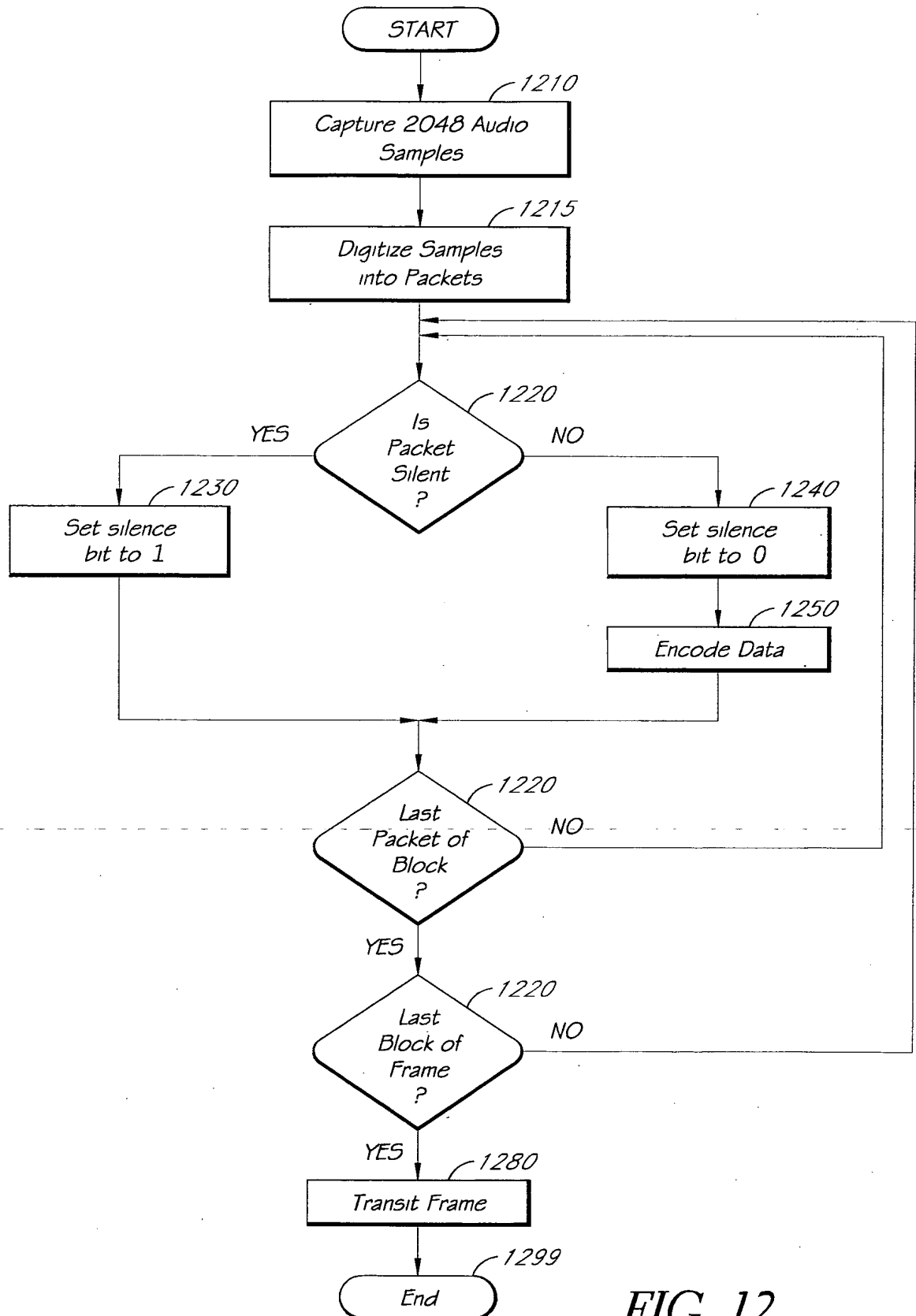


FIG. 12

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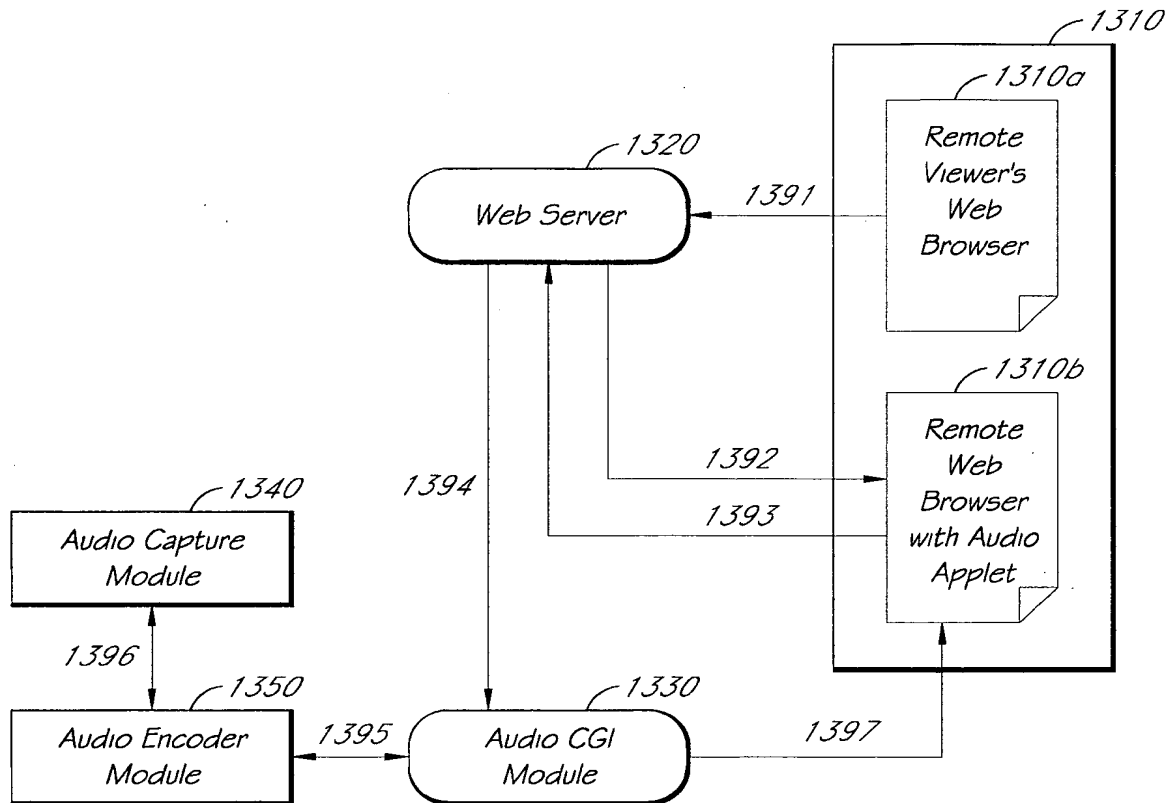


FIG. 13

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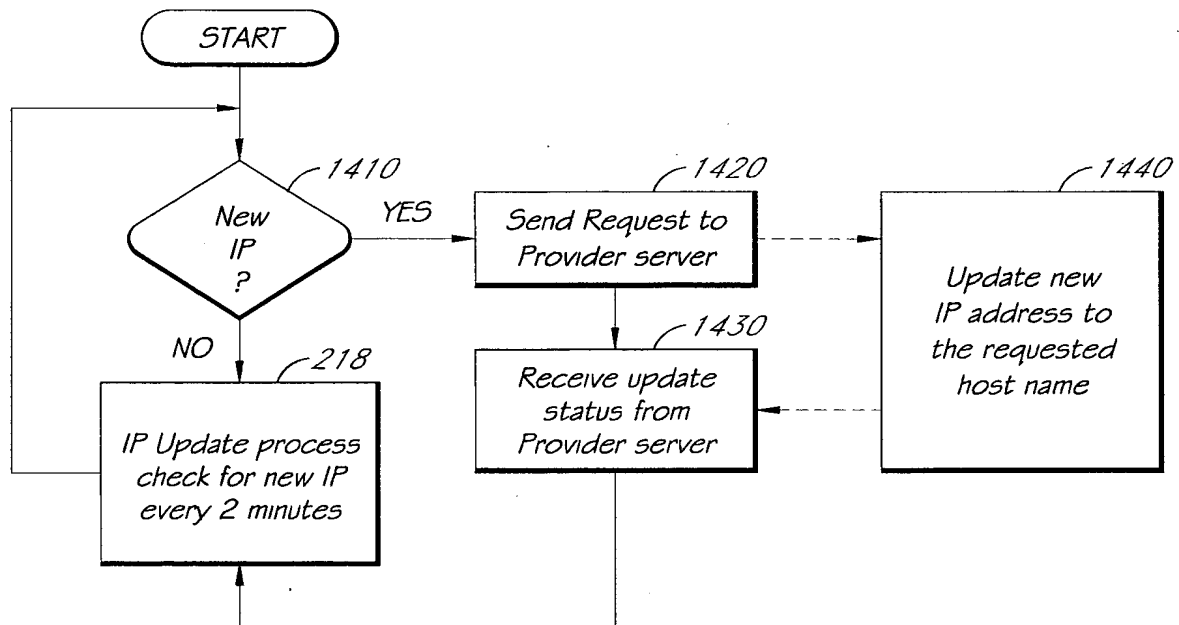


FIG. 14



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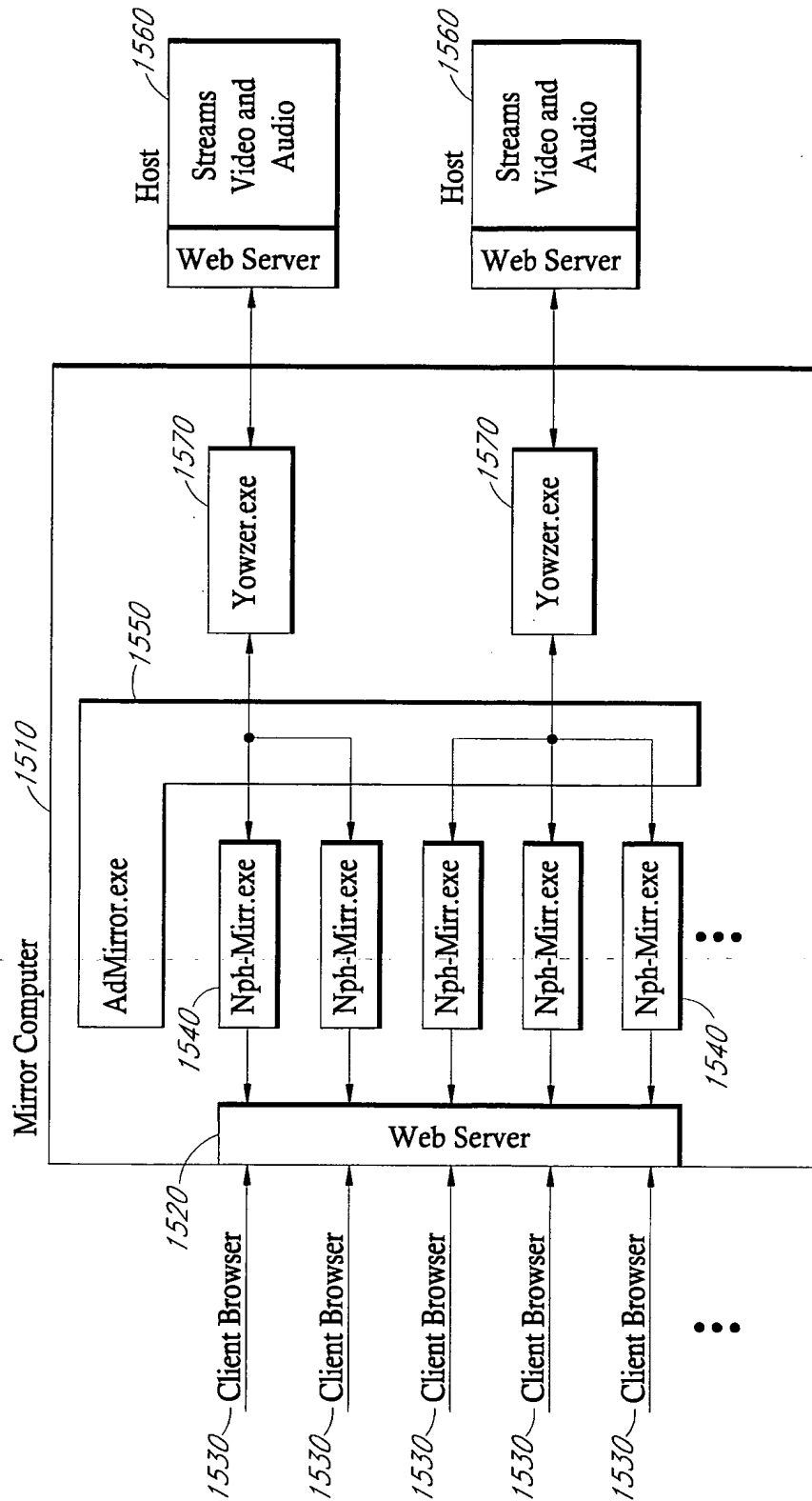


FIG. 15